PAC-MAN WORLD 2™

EVERYONE

CONTENT RATED BY ESRB

namco®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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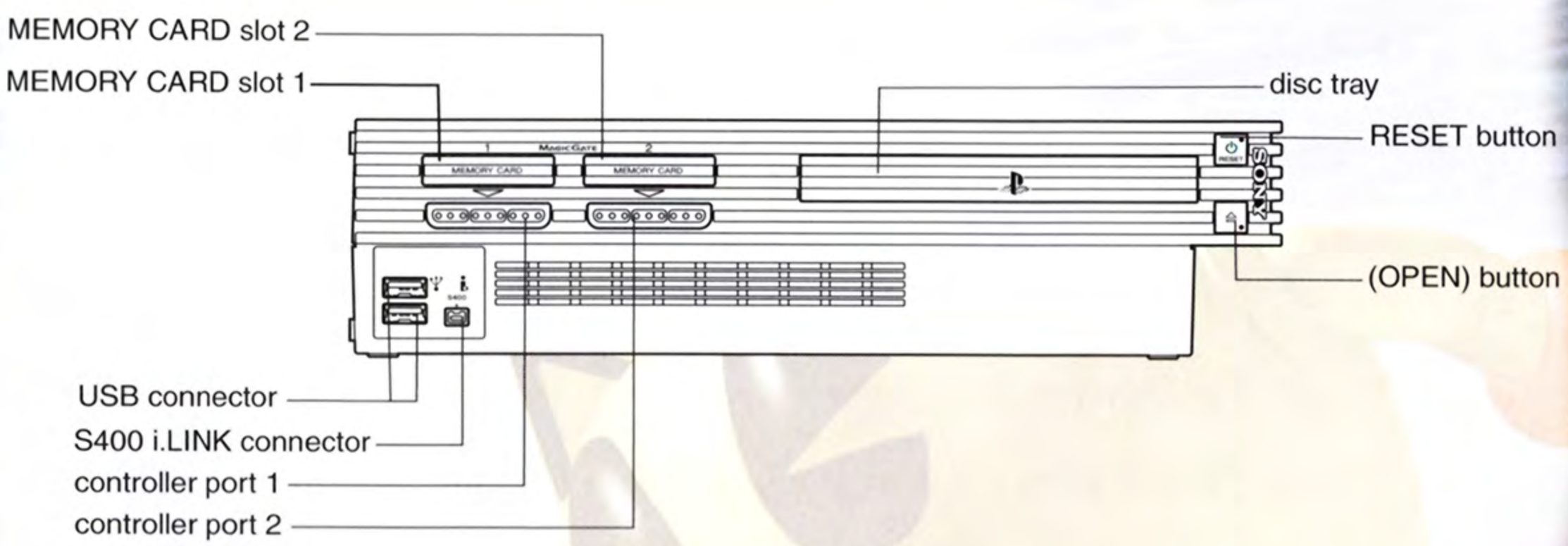
2 Setting Up



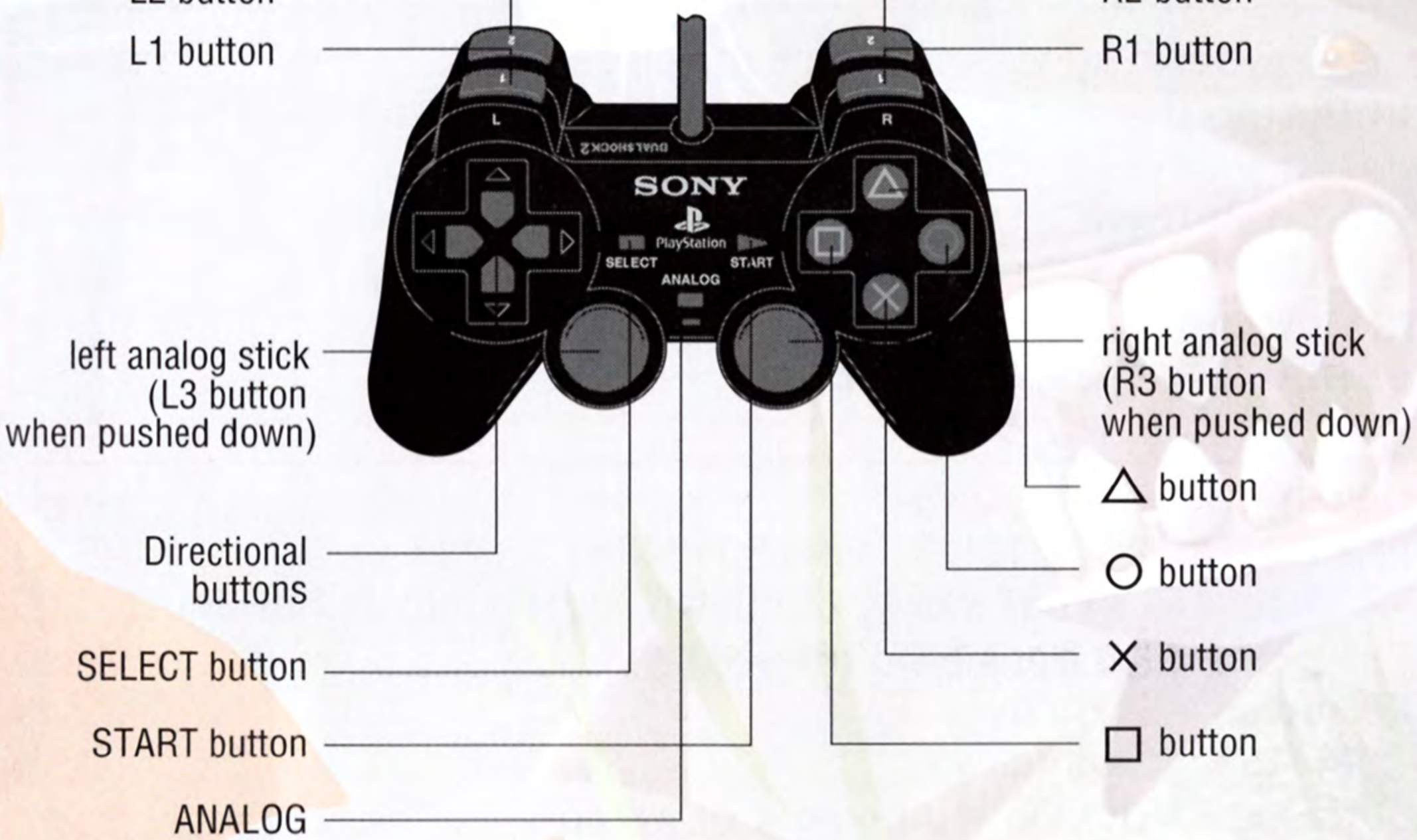
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Pac-Man World™ 2** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Cards

This game uses 90 KB of space on a Memory Card (8MB) (for PlayStation®2). The first time you play, you can create a file region for **Pac-Man World™ 2** on the Memory Card (8MB) (for PlayStation®2). Each Memory Card (8MB) (for PlayStation®2) can save up to 3 saves. However, multiple file regions cannot be created on a single Memory Card (8MB) (for PlayStation®2). See page 14 on how to save.

Game Controls

DUALSHOCK®2 Analog Controller Configuration



GENERAL CONTROLS

LEFT ANALOG STICK or **Directional Buttons** = Select Options
⊗ **Button** = Confirm a command
△ **Button** = Cancel a command
START Button = Start or Pause

BASIC MOVEMENT (LEVELS, MAZES)

Directional Buttons = Move Pac-Man
LEFT ANALOG STICK = Move Pac-Man
Pac-Man runs, walks or tiptoes depending on how much pressure is applied to the stick
⊗ **Button** = Jump
⊗ **Button** + ⊗ **Button** = Butt-Bounce
⊗ **Button** + ▣ **Button** = Flip Kick
▣ **Button (Hold and release)** = Rev Roll
△ **Button** = Action (Use, Open)

4 Game Controls

CAMERA CONTROLS

RIGHT ANALOG STICK =
Left rotates camera clockwise
Right rotates camera counter-clockwise
Up/Down adjusts the pitch of the camera

L1 Button (Held) = Rotates camera directly behind Pac-Man, and moves in close (look around mode)

L1 Button (Held + Left Stick) = Sneak Mode. Rotates camera close behind Pac-Man and allows him to walk slowly

L1 Button = Quickly rotate camera behind Pac-Man

R1 Button = Cycle camera distances to Pac-Man

SWIMMING CONTROLS

LEFT ANALOG STICK = Move Pac-Man
Pac-Man swims slowly or quickly, depending on how much pressure is applied to the stick

⊗ **Button** = Swim up

▣ **Button** = Swim down

Surfaced: ⊗ **Button** = Jump out of water

PAC-SUB CONTROLS

LEFT ANALOG STICK = Move Pac-Sub

⊗ **Button** = Fire Torpedo

▣ **Button** = Fire Gatling Gun

◉ **Button** = Fire Smart Bomb

SWIMMING WITH FLIPPERS (OCEAN LEVELS)

LEFT ANALOG STICK = Move Pac-Man

▣ **Button** = Flipper Torpedo Attack

SHIMMY (HANGING ON A LEDGE)

LEFT ANALOG STICK = Move Pac-Man

⊗ **Button** = Flip up

▣ **Button** = Jump backward off ledge

If you are using a DUALSHOCK®2 analog controller, you can turn the Vibration ON/OFF from the Options Menu (see page 10).

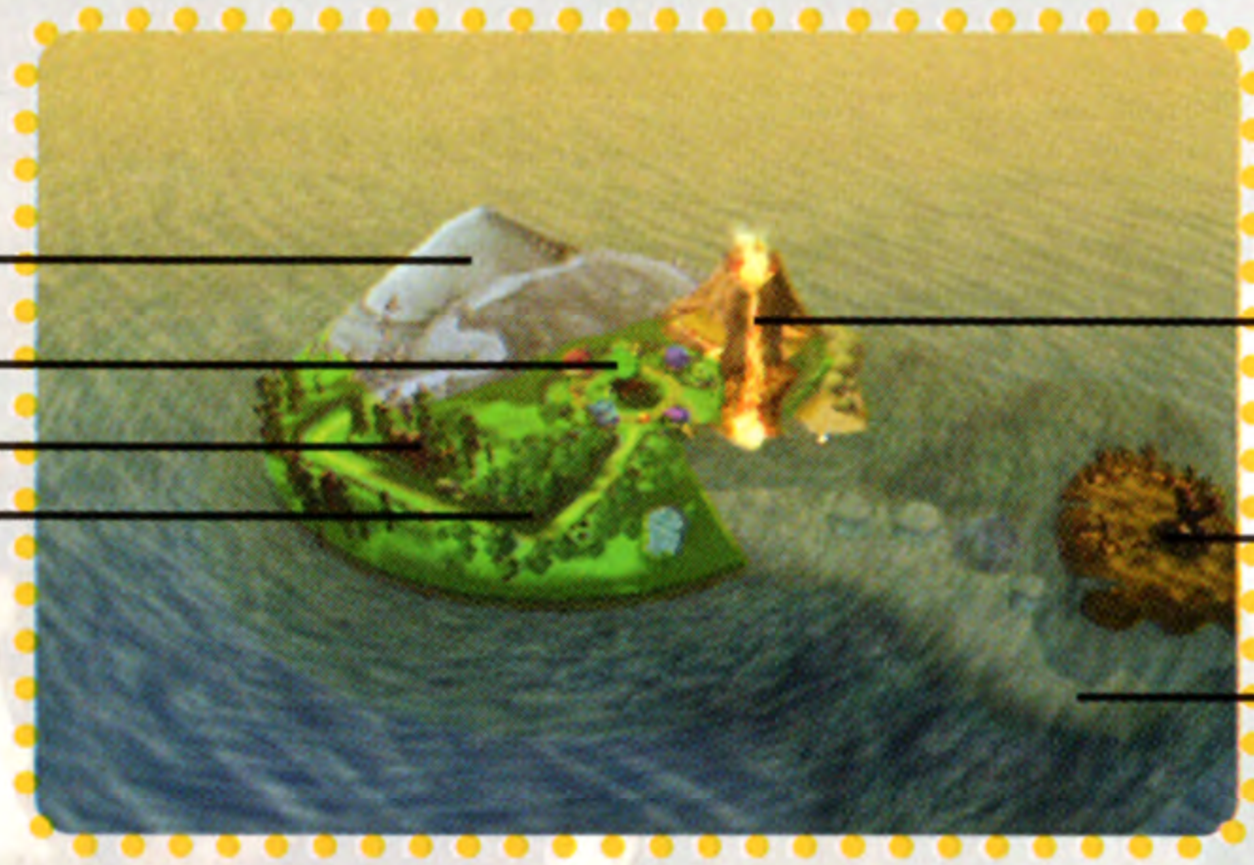
The Quest for the Golden Fruit

Deep in the heart of Pac-Land lies the small, hidden village of the Pac-People. In the center of the village grows an ancient tree with five Golden Fruit. Legend has it that as long as the Golden Fruit remain undisturbed, Pac-Land will be bountiful and everyone, even the littlest Pac, will be happy.

The adventure begins at night when all the Pac-People are asleep and a silvery moon shines from behind gathering clouds. Several Ghosts sneak into Pac-Village to cause mischief and they unwittingly pick the Golden Fruit. Suddenly, the tree begins to shake and lightning flashes across the sky. The tree begins to rise up and from the darkness beneath, red eyes open and an evil laugh echoes out. Spooky has been released from his prison! The Ghosts cower as Spooky commands them to hide the Golden Fruit throughout the land. Without the Golden Fruit, Pac-Village will be helpless to resist Spooky and the Ghosts.

Join Pac-Man on his quest to find the Golden Fruit and save Pac-Land.

Welcome to Pac-Land



PAC-VILLAGE

The center of Pac-Life and the starting point of **Pac-Man World™ 2**. Pac-Man can encounter a cast of characters here, both old and new, who can help him out throughout his adventures. At the center of it all rests the revered Golden Fruit Tree that once imprisoned Spooky.

FOREST

A lush meadow forest where Pac-Man must search for the first stolen fruit. Here he encounters a variety of forest enemies, including Pac-Bears, Beetles and even a Ghost carrying a Blunderbuss. Little does Pac-Man know that the Ghosts are expecting him.

TREE TOPS

Don't look down! Far up in the dizzying heights of the rainforest canopy, Pac-Man looks for the Golden Fruit. Pac-Man must be wary and avoid the Saw Blades while he seeks out the B-Doings to help him find his way out.

Welcome to Pac-Land

SNOW MOUNTAIN

Got your earmuffs on? Pac-Man heads for the mountain where giant snowballs and a bad case of winter stand in his way. Can he successfully cross an ice river, jump deep crevasses and dangerous avalanches, all while dodging giant snowballs?

LAVA

Hot! Hot! Hot! Pac-Man travels into an active volcano and discovers a host of fire creatures. The only thing that can protect Pac-Man from the heat of the lava is the Steel Ball Power-Up, so he'll have to make sure to use them wisely.

OCEAN

Down to the very depths of the deep, Pac-Man dons a pair of Flippers to swim through two different levels and avoid the terrors of the deep ... sharks, jellyfish and eels! Professor Pac has been up to his experimenting self and has even created a Pac-Sub to help Pac-Man get to Ghost Island in one piece.

GHOST ISLAND

Only legends describe the horrors that exist on Ghost Island ... It is a lonely place of torrential rains and lightning storms where every step and walkway can be treacherous ... and deadly!

Game Description

Pac-Man World™ 2 is an action game in which Pac-Man's adventure consist of clearing various levels and battling formidable Bosses. The basic game contents will be explained below.

Pac-Man is back! The Ghost Gang has snatched the Magical Golden Fruit of Pac-Land. Pac-Man must explore the vast world of Pac-Land in an attempt to retrieve what was stolen, meeting a zany cast of characters along the way. Little does he know, the Ghost Gang has mistakenly unleashed something wicked that will soon threaten Pac-Land!

Pac-Man World™ 2 is a fast, fun and furious linear 3D traversal action platform game.

What are Levels?

The modes in which you control Pac-Man and enjoy the game are called levels. There are two types of levels: one where you defeat enemies and collect items, and another that consists only of Boss Battles.

What is the World Map?

Pac-Man can move freely over the World Map and choose which levels to play. You can replay levels over again to achieve 100% completion, beat the high score, or go through Time Trial Mode. You're free to choose the path that appeals to you most.

New to Pac-Man World™ 2

In addition to the regular levels in **Pac-Man World™ 2**, there are levels that take place while on ice skates, in-line skates, swimming with flippers, or in a submarine. These levels allow you to enjoy adventures of a slightly different flavor.

Getting Started

After the opening movie, the Main Menu appears. If you select NEW GAME, you can play from the beginning. If you want to continue playing from a previous save, select LOAD GAME. You can also change the game settings by selecting OPTIONS.

Main Menu

NEW GAME

In the New Game Screen, select a game slot to save to. Select one of three game slots to create a saved game, and press the ⊗ Button to accept. At this time, if you select a file with data already in it, it will move to the Overwrite Save Screen. To overwrite the file, select YES, and press the ⊗ Button. Return to the New Game Screen by selecting NO, or pressing the △ Button.

LOAD GAME

Select LOAD GAME to start from a previous save. First select a file to load in the Load Game Screen. Each save game slot displays the saved game information. Now select a game to load and press the ⊗ Button to accept.

OPTIONS

Before you start a new game, you can change the options for the music or sound in the game. The Options are explained in the Levels sections on page 12.

Winning the Game

Complete the game by finishing all of the Boss Levels, collecting the Golden Fruit and imprisoning Spooky again.

Completing 100% of the Game [11]

There are a few things that you need to do to achieve 100% in the level. To achieve 100% completion, you need to do the following in each level of the game:

1. Collect all the Pac-Dots.
2. Collect all the Fruit.

World Map

The World Map is used to move from level to level. Pressing the START Button while on the World Map will display the Options Screen. Use the World Map to move Pac-Man around and select levels to play. Move Pac-Man to a particular point using the LEFT ANALOG STICK, then enter the level by pressing the ⊗ Button. As Pac-Man stands on a point, the statistics for that level are displayed on the screen. More levels become accessible as you complete levels in the game.

WORLD MAP SCREEN

The following items are displayed on the World Map Screen.

LEVEL STATISTICS

Want to know how you have done in a level? If Pac-Man stands on a level pad of a previously completed level, the following information is displayed.

- % Complete
- Tokens
- Bonus Tokens
- High-Score
- Best Time Trial
- Fruit Collected
- Pac-Dots Collected

12 World Map

OPTIONS SCREEN

Press the START Button while on the World Map to display the following options:

- Sound
- Screen Adjust
- Brightness
- Vibration
- Back to Game
- Exit Game

Select EXIT GAME to quit the game and return to the Main Menu. To return to the World Map, select BACK TO GAME and press the ⊗ Button, press the △ Button, or press the START Button.

Levels

Here is an overview on how to view the level and boss rounds, as well as the basic level rules.

LEVEL SCREEN

Pac-Man's health, number of lives, Pac-Dots collected, Tokens Collected and score are displayed on the Level Screen.

Levels

BOSS LEVELS

Entering a Boss Level will cause a Boss Battle to begin. Decrease the Boss' Health Meter by hitting the Boss with various methods. Complete the level by reducing the Boss' Health Meter to zero and retrieve the Golden Fruit.

PAUSE MENU

Press the START Button during a level to display the Pause Menu. On the Pause Menu are the following options:

- Back To Game
- Exit Level (go back to Map Screen)
- Sound
- Screen Adjust
- Brightness
- Vibration

SOUND

The Sound settings allow you to change the volume of the Music and Sound Effects, and switch between Stereo, Stereo Reversed and Mono Modes. Use the Directional Buttons to select, and then press the ⊗ Button to accept.

SCREEN ADJUST

Press the Directional Buttons to adjust the screen position. Press the ⊗ Button to accept, ○ Button to reset or △ Button to cancel.

BRIGHTNESS

Press the Directional Button → to increase or ← to decrease the brightness. Press the ⊗ Button to accept.

VIBRATION

Press the ⊗ Button to toggle Vibration ON/OFF.

Select the individual game options to change the settings, select EXIT LEVEL to go back to the Map Screen. Select BACK TO GAME or press the START Button to resume game play.

Game Play Rules

- Pac-Man's Health Meter decreases when he takes damage. Pac-Man can take damage four times before he loses a life. If Pac-Man has another life in reserve, the game continues from the last Checkpoint that was reached.
- If Pac-Man falls off a ledge, touches lava, or falls into the icy water he will lose a life, regardless of his Health Meter.
- Picking up Health Wedges will restore Pac-Man's Health Meter by one Health Wedge. Completing a level will restore Pac-Man's Health Meter completely.
- The game ends if Pac-Man loses a life and has no additional lives remaining. At the Game Over Screen, you have the option to **Continue** the game with three lives, **Reload Saved Game**, or **Quit** to the Main Menu.

Saving or Game Over

You can save the game after completing a level, or CONTINUE when Pac-Man loses all remaining lives during a level.

SAVING

Completing a level will take you to the Confirm Save Screen. Select YES with the Directional Buttons and press the ⊗ Button to save your game. You can continue without saving by selecting NO and pressing the ⊗ Button. You can only save on the file that was originally loaded at the start of the game. Only MEMORY CARD slot 1 is utilized for saves.

GAME OVER

Even if all of the remaining lives are used up, select CONTINUE to start that level over, with three lives. To end the game, select QUIT. Use the Directional Buttons to select and press the ⊗ Button to accept. You can Continue an unlimited number of times. You can also load a saved game from here.

Items

There are a variety of different items that can be found in the game. Some are in plain sight, and others are hidden in chests and crates. Some enemies may carry items, but the only way to find out is to defeat them!

Pac-Dot

Health Wedge

Power Pellet

Golden Fruit

Fruit

Token

Power-Up

Extra Life

Items

POWER-UPS

There are a few different Power-Ups in the game that will help Pac-Man travel through the game.

STEEL BALL POWER-UP

There aren't many things that can hurt Pac-Man when he's using the Steel Ball Power-Up. This Power-Up makes him heavy enough to walk around underwater and bust open underwater chests or crates with a Butt-Bounce or Rev Roll. Wait until it wears off to jump out of deep water.

POWER PELLET

Ghosts can no longer harm Pac-Man when he gains the power of the Power Pellet. In fact, the Ghosts turn blue and run! After munching a Power Pellet, quickly chase down all the Ghosts you can. The more Ghosts you chomp with a single Power Pellet, the more points you are awarded.

SHRINK POWER-UP

There are areas of the game that Pac-Man cannot enter due to his size. Pac-Man shrinks down to a miniscule size when he touches the Shrink Power-Up. Be careful when using a Shrink Power-Up, because Pac-Man can easily be squashed like a bug!

MORE ITEMS THAT CAN BE PICKED UP

CHECKPOINT

Make it to one of these and Pac-Man will start again from this position if he loses a life. Galaxians also count as checkpoints.

EXTRA LIFE

You can always use an Extra Life. The more lives you have, the longer you can play.

FRUIT

Fruit allows you to open Fruit Chests and is also counted at the end of the level to determine how much of the level was completed.

TOKENS

Tokens are used to activate the arcade games in Pac-Village. Collect as many tokens as you can to activate each of the arcade games.

HEALTH WEDGES

During each level, pie-shaped wedges will appear which replenish Pac-Man's Health Meter. Each wedge picked up adds one Health Wedge to the Health Meter.

Mechanics

Take advantage of various mechanics to get Pac-Man through his adventure, but keep in mind that each mechanic has unique properties.

SWITCHES

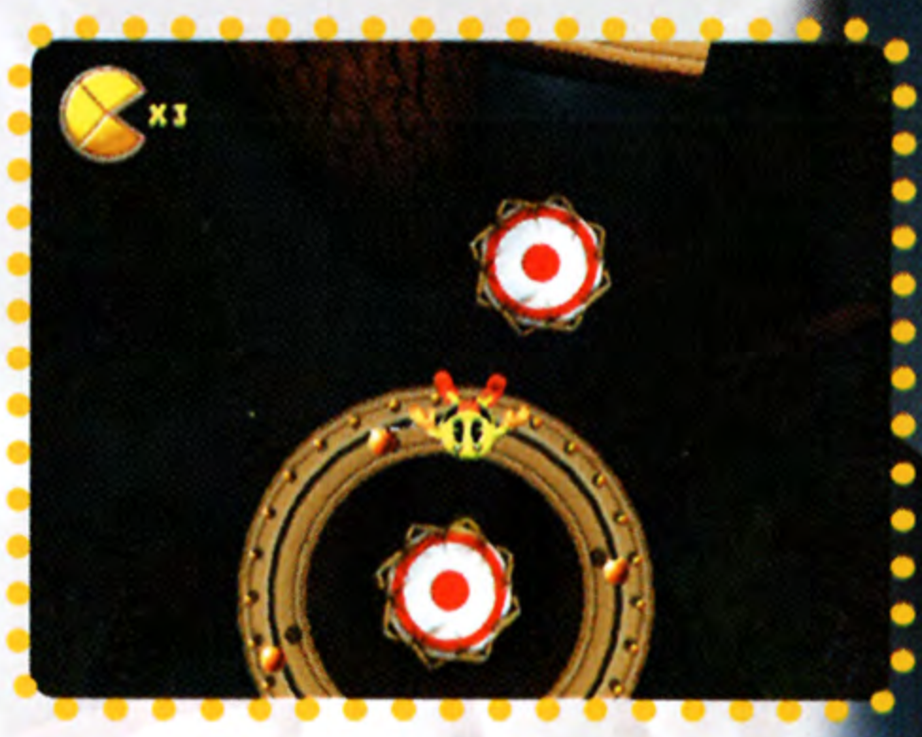
Butt-Bounce on switches to activate them.

- Green – Used only once, these usually start moving platforms or make items appear.
- Orange – Used multiple times, these timed switches activate Power-Ups or mechanics.
- Blue – These switches are toggles. At one point, they may activate something obvious, but what does the second switch do?

MOVING PLATFORMS AND HELIVATORS

Jump on these platforms to move across areas that you normally might not be able to cross. There is a slight difference between the two. Moving platforms move on their own, but Pac-Man must power the Helivator. Just jump on the Helivator and Rev Roll (hold the ▣ Button) to ride it. The Helivator will stop moving when it reaches its destination.

B-DOINGS



Butt-Bounce on these for a quick launch into the air. It's like jumping on a trampoline. There are three different types of B-Doings.

- B-Doing – This B-Doing will launch Pac-Man straight up in the air to a short distance.
- Super B-Doing – This B-Doing launches Pac-Man into orbit!
- Angled B-Doing – The Angled B-Doing launches Pac-Man in the direction that the arrow points.

CHESTS AND CRATES

Break open every one of these you can find. They may contain Extra Lives, Fruit, Power-Ups and other useful items ... or enemies! Crates can be opened by Flip Kicking, Butt-Bouncing on or Rev Rolling into them, but Chests cannot be opened until you have the Fruit type that is displayed on it.

PAC-DOT CHAINS

Sometimes switches will unlock Pac-Dot Chains that allow Pac-Man to fly to areas normally inaccessible. Eat the first red Pac-Dot and the Chain will automatically carry Pac-Man to his final destination.

20 People of Pac-Land

Professor Pac

Pac-Ranger

Handy-Pac

Sue

Enemies

Pac-Land is populated with a variety of different creatures, both hostile and friendly. Finding a way to defeat the enemies is your challenge.

BAT

The Bat is the most common flying predator in Pac-Land ... at night. They are very territorial creatures that will attack anything that enters their domain. Bats aren't very smart, but will fight to the end.

BEETLE

Beetles are predators that live in various regions of Pac-Land. When an enemy enters the area where a Beetle lives, it will try to attack with its massive pincers.

EEL

The Eel is a predator that lurks in the dark caves of the Coral Reefs. Be careful, because the Eel gives off an electrical charge in a small radius around it.

GHOSTS

There are a variety of different Ghosts that can be found in Pac-Land and can carry a variety of different weapons. Just make sure to avoid their touch!!!

Enemies

JELLYFISH

The Jellyfish simply floats in the water, but beware of its stinging tentacles.

JUMPING FISH

The Jumping Fish is native to the cold waters of the Snow Mountain region. The Jumping Fish jump out of the water in an attempt to catch low flying birds and other small morsels that come across their water habitat.

NEANDER-PAC

Ever wonder what the Pac-People evolved from? This club-carrying enemy is definitely a block-head!

PAC-ASITES

Pac-asites are a strange combination of a Velociraptor and a Pit-Bull. They have the pack hunting instincts of Velociraptors, with the size and ferocity of a Pit-Bull. Watch out for the fiery Pac-asite deep in the lava tubes!

Enemies

PAC-BEAR

The Pac-Bear is one of the largest natural creatures in Pac-Land and has little to fear. Pac-Bears are large enough to eat any of the Pac-People, but prefer to play with their food before eating it. Pac-Bears can be found in various climates.

PAC-CUB

Pac-Cub is a baby of the Pac-Bear. They are easier to deal with, but still have a whallop of a punch!

POOKA

Pooka's are the underground version of a Pigeon: they bounce around, bumping into each other and objects in the environment. Pookas never stray far from their burrows (hole in the ground), and they are often prey to the Pooka Plants. Be careful not to touch them or come too close!

POOKA PLANT

The Pooka Plant is a plant creature that eats Pookas to survive. The Pooka Plant is nearly blind and has been known to attack and devour any other creatures that enter its path.

REV ROLL RAM

High in the Snow Mountains is where the Rev Roll Ram can be found. Be wary of its rolling attacks or you'll be knocked off the side of the mountain.

Enemies

RGB'S

At first glance, these creatures look rather dumb, but get too close and they'll show you why they are ferocious.

SHARK

The Shark is a huge predator of the deep ocean. Feared by all creatures in the water, the Shark feeds upon the fear of its prey to attack with stealth and vigor.

SKELETON

Think Skeletons are scary in real life? Try these ones on for size. They don't have anything to fear, because they don't have a brain!

SPIDER

Arachnophobia? These spiders will give you nightmares for weeks!

STONY

Stony is a magical rock creature that shoots fireballs out of its mouth. Stony is a great guardian for the ancient races and never moves from the area that it blocks. Stony matches the terrain that surrounds it, and can be difficult to distinguish from the surrounding terrain.

Time Trial Mode

Time Trial Mode is a race against the clock to earn Bonus Tokens at the end of a level. Each level in the game, with the exception of the Boss Levels and Pac-Village, has a Time Trial Mode.

Time Trial Mode can only be accessed in a level that has been previously completed. At the start of the completed level, a Stopwatch will appear floating on the ground. Here, you have the choice of touching the Stopwatch to start the Time Trial Mode or bypassing it to re-traverse the level to obtain additional Fruit, lives or find hidden items. If you bypass the Stopwatch and walk into the level, the Stopwatch disappears. To start Time Trial Mode on the level, Pac-Man just needs to touch the Stopwatch. At that point, a Timer appears in the lower right corner of the screen.

Throughout the level in Time Trial Mode, you will find various Bonus Time Clocks. These clocks are used to freeze the Timer for a period of time. There are 2- and 4- second Bonus Time Clocks. Gobbling Ghosts also freezes the timer. Each Ghost gobbled freezes the Timer for 4 seconds. The items that freeze the Timer are not cumulative.

26 Time Trial Mode

During Time Trial Mode Pac-Man cannot lose a life. If Pac-Man dies in the level from falling into a chasm or taking damage from enemies, he automatically starts at the beginning of the level. Once back at the beginning of the level, you have a few different choices: you can choose to enter Time Trial Mode again, go through the level normally, or exit back to the World Map.

If you reach the end of the level with a better time than the Best Time Trial time, you are rewarded with a Token.

See if you can beat all of the best Time Trial times!

Maze Mode

CONTROLS

LEFT ANALOG STICK or **Directional Buttons** = Move Pac-Man or Menu Selection
R1 Button = Changes Camera View
START Button = Options

As you play through the levels of the game, you will find Galaxians that will transport you into Maze Mode. In Maze Mode, your goal is to complete the maze with the highest score possible. Run through the maze chomping Pac-Dots while avoiding the Ghosts. Game play is the same as the original Pac-Man Arcade game, but with a few differences.

Maze Mode

The rules are slightly different than the original arcade game:

1. You have three chances to complete the level.
2. You do not lose any lives from game play.
3. Pac-Dots and Fruit collected add to the Level Score and Grand Scores, but not toward 100% completion.

Arcade Games

As you collect Tokens in the game levels, the machines in the arcade become active. There are four arcade games and the game music juke box that can be opened for free play, and all of the **Pac-Man World™ 2** game play mazes that you've found will also be available for replay in the arcade.

To play any one of the arcade games that are opened up, enter the arcade in Pac-Village, walk up to the arcade machine you want to play, and press the △ Button.

ARCADE GAME MENUS

⊗ Button = 1 Player Game
▣ Button = 2 Player Game
START Button = Options

GENERAL CONTROLS

Directional Buttons = Move Character or Menu Selection
⊗ Button = Jump (only in Pac-Mania)

PAC-ATTACK CONTROLS

Directional Buttons ← or → = Move Cluster Left or Right
Directional Button ↓ = Move Cluster Down
⊗ or ◉ Buttons = Rotate Cluster Counter Clockwise
◉ Button = Rotate Cluster Clockwise

Arcade Games

The purpose of Pac-Man, Ms. Pac-Man, and Pac-Mania is to eat all the Pac-Dots from each maze while avoiding the attacks of the Ghosts. When all the Pac-Dots are eaten, you can proceed to the next round.

PAC-MAN ARCADE

Rules:

- If you touch a Ghost, Pac-Man will lose one life.
- The game is over when all lives are lost.
- An extra life is awarded by scoring 10,000 points.

Power Pellets: Chomp down on a Power Pellet and Pac-Man will have the power to eat Ghosts. When a Power Pellet is eaten, the Ghosts turn to a dark blue color for a short time. The Ghosts start flashing before they turn back to their normal color, so watch out! After a Ghost has been eaten, its eyes return to the Ghost Home and the Ghost is regenerated. The more Ghosts Pac-Man eats in succession, the more points they are worth.

Fruit: Fruit appears twice in each maze. Munch these for bonus points. The more mazes you complete, the more the Fruit is worth.

Warp Tunnels: Go through these tunnels and Pac-Man will appear out on the other side of the maze. Use them to slow down a Ghost that's hot on your tail.

MS. PAC-MAN ARCADE

Rules:

- If you touch a Ghost, Ms. Pac-Man will lose a life.
- The game is over when all the lives are lost.
- An extra life is awarded by scoring 10,000 points.

Power Pellets: Chomp down on a Power Pellet and Ms. Pac-Man will have the power to eat Ghosts. When a Power Pellet is eaten, the Ghosts change to a dark blue color for a short time. The Ghosts will start flashing before they turn back to their normal color, so watch out! After a Ghost has been eaten, its eyes return back to the Ghost Home, then the Ghost will be regenerated. The more Ghosts you eat in succession, the more points they are worth.

Fruit: Fruit appears twice in each maze. Munch these moving treats for bonus points. The more mazes you complete, the more the Fruit is worth.

Warp Tunnels: Go through these tunnels and you'll appear on the other side of the maze. Use them to slow down a Ghost that's hot on your tail.

PAC-MANIA ARCADE

Rules:

- If you touch a Ghost, Pac-Man will lose a life.
- The game is over when all lives are lost.
- At 100,000 points Pac-Man receives an extra life.

Power Pellets: Chomp down on a Power Pellet and Pac-Man will have the power to eat Ghosts. When a Power Pellet is eaten, the Ghosts change to a dark blue color for a short time. The Ghosts start flashing before they turn back to their normal color, so watch out! After a Ghost has been eaten, its eyes return to the Ghost Home and the Ghost is regenerated. The more Ghosts Pac-Man eats in succession, the more points they are worth.

Fruit: Fruit appears in each maze. Munch these for bonus points. The more mazes you complete, the more the Fruit is worth.

One-Way Areas: Each round has One-Way Areas where Ghosts never come from. Learn the patterns so you can find the shortcuts.

Pac-Man can jump over Ghosts, but be careful - there are Ghosts out there that can jump too!

PAC-ATTACK ARCADE

In Pac-Attack, blocks fall from the top of the play screen. Twist and turn the blocks to line them up from left to right. When you fill up a line of blocks, they vanish. Oh, but nasty ghosts keep popping up to wreck the lines. You have to line them up, too. Then your old friend Pac-Man pops in for some ghostly gobbling. Put him in the right place and he'll chomp ghosts 'til there aren't anymore or he hits a block.

Arcade Games

Choose between Beginner, Novice, Standard and Veteran difficulty levels.

- **Sneak Preview:** This box lets you look ahead to see the upcoming cluster containing blocks, ghosts, Fairies and Pac-Man.

- **Fairy Meter:** Each time Pac-Man chomps a Ghost, a bit of gold dust goes into the Fairy Meter. When the Fairy appears, press the Directional Buttons to move the Fairy. The Fairy throws a spell that knocks off all the Ghosts below it!

PAC-MAN WORLD 2 MAZE ARCADE

As you find Galaxians in game play, the Maze Mode Mazes are opened for free play in the arcade.

Rules:

- If you touch a Ghost, Pac-Man will lose one life.
- The game is over when all lives are lost.

Power Pellets: Chomp down on a Power Pellet and Pac-Man will have the power to eat Ghosts. When a Power Pellet is eaten, the Ghosts change to a dark blue color for a short time. The Ghosts start flashing before they turn back to their normal color, so watch out! After a Ghost has been eaten, its eyes return to the Ghost Home and the Ghost is regenerated. The more Ghosts Pac-Man eats in succession, the more points they are worth.

Fruit: Fruit appear twice in each maze. Munch these for bonus points. The more mazes you complete, the more the Fruit is worth.

Warp Tunnels: Go through these tunnels and Pac-Man will appear out on the other side of the maze. Use them to slow down a Ghost that's hot on your tail.

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